# **Assessment Rubric: Caesar Cipher**

| **Learner:** |  | **Teacher:** |  | **Date:** |  |
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|  | **Emerging [1]** | **Expected [2]** | **Exceeding [3]** | **Score** |
| --- | --- | --- | --- | --- |
| **Naming conventions** | * No standard naming conventions have been used. | * Naming conventions have been used in most cases. | * Naming conventions have been used in all cases. |  |
| **Structured approach** | * The structured approach has not been followed. | * The structured approach has been followed in most cases. | * The structured approach has been followed in all cases. |  |
| **Robustness** | * No data validation has been used. | * Some data validation checks have been used. | * The program is robust and should catch most, if not all, human errors. |  |
| **Task completion** | * The program prompts for an encryption key. * The program prompts for the plain text to be encrypted. * The plain text is stored in upper case. * A function has been created to populate the Caesar cipher. * The function does not perform all the expected tasks. * The program can encrypt at least one letter and display this to the user. | * The function populates a dictionary with the alphabet letters and their encrypted pairs. * The function does not take into account the restarting of the wheel. For example, a [ is added as a pair instead of an A. * The program will encrypt the entire plain text message given by the user. | * The entire program performs as expected in accordance with the task description. |  |
| **Explorer Tasks** | * No explorer tasks attempted. | * One explorer task was attempted, but not necessarily completed. | * One or more explorer tasks were completed. |  |
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| **Teacher feedback** |  |
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| **Learner response to feedback** |  |